

Figure 1

Variable	Mean	SD	Min	Max
Age	38.5	10.5	25	55
Gender	0.5	0.5	0	1
Marital status	0.5	0.5	0	1
Education	12.5	1.5	10	15
Income	15.5	5.5	10	25
Health status	1.5	0.5	1	2
Stress level	2.5	1.5	1	4
Life satisfaction	3.5	1.5	1	5
Work satisfaction	3.5	1.5	1	5
Family satisfaction	3.5	1.5	1	5
Community satisfaction	3.5	1.5	1	5
Overall satisfaction	3.5	1.5	1	5

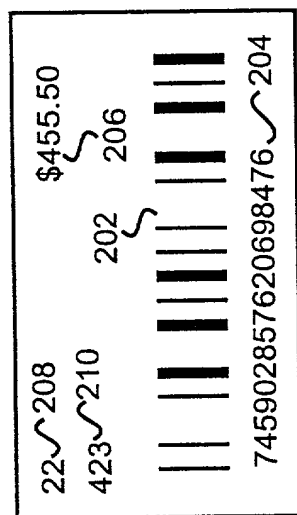


Figure 2

200

302
 Protocol Notes
 Steps 1, 2, 3: GDAP, SDS, and others (based on Game config)
 Step 3: SAS
 Game to Sentinel/Sentinel to Game = native Game protocol.
 Sentinel to System process:
 a. Sentinel to DPU (GDAP)
 b. DPU to Poller (GDAP)
 c. Poller to System/Database (OASIS - GDAP)

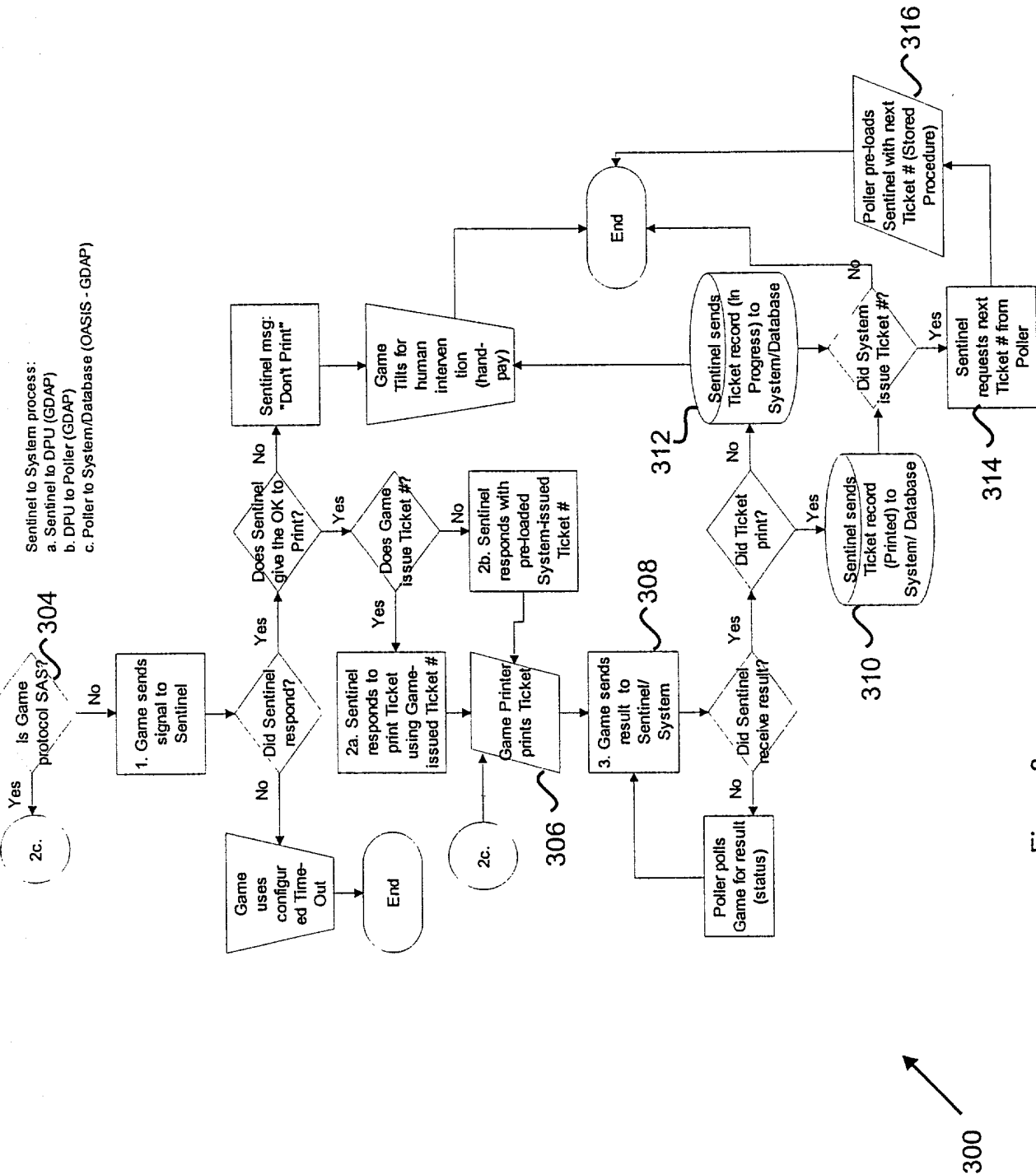


Figure 3

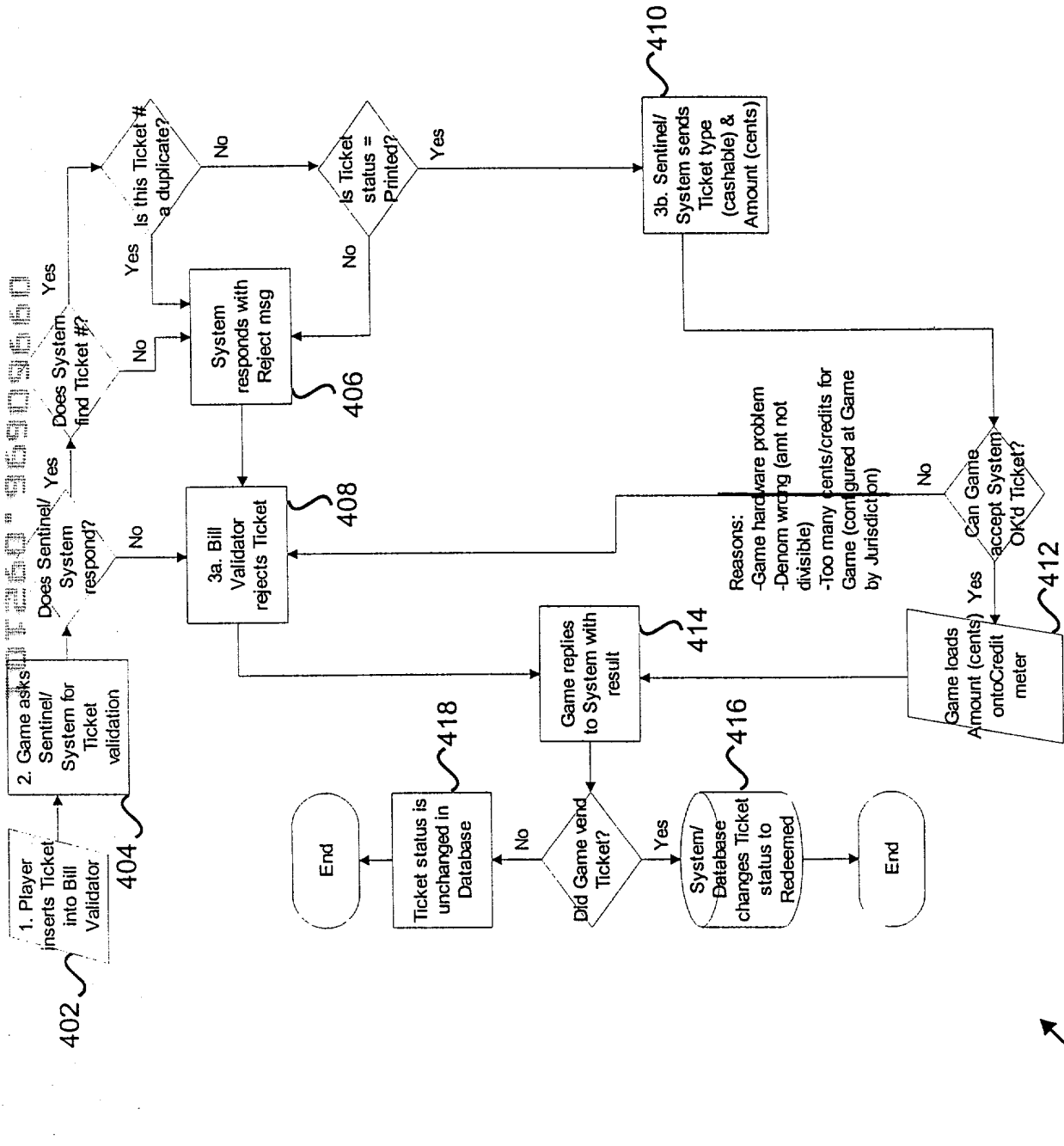


Figure 4

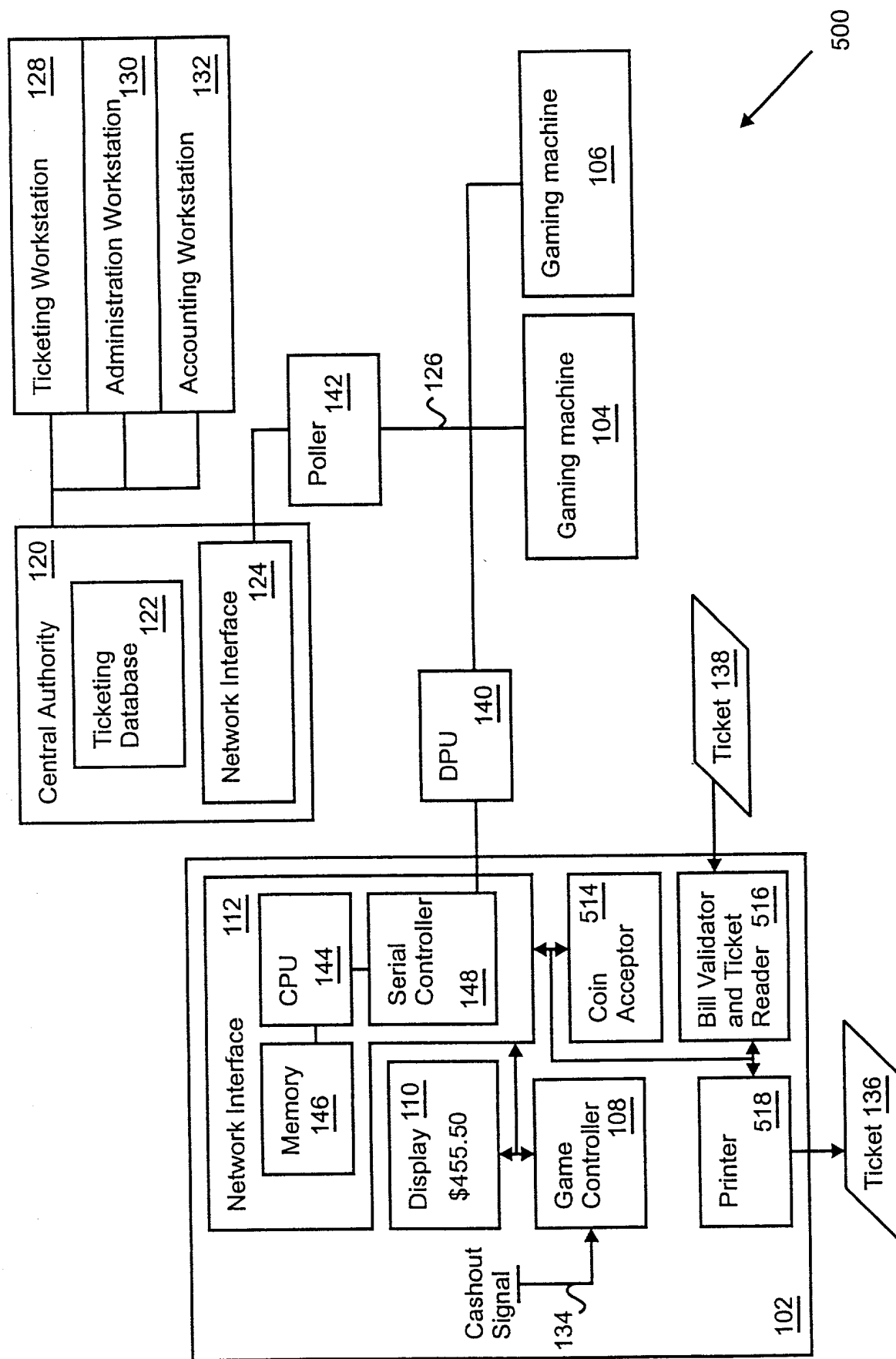


Figure 5